
FIRST LOOK!
Final Fantasy X
Xbox
OFFICIAL MAGAZINE
NOVEMBER 2001 www.planetx.com
Quake 3X:
Full Blowout Review
Exclusive Metal Gear
Solid 2X Photos
Top 10 Most
Anticipated
Games for the
holidays
HALO
BUNGIE'S OPUS
comes to the Xbox
See the Screens
Meet the Designers
Play the Demo!


welcome to the
revolutio
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ZIFF DAVIS MEDIA

Unparalleled Management Team

Joe Funk	>	9 Years in game magazine editing
George Jones	>	7 Years in game magazine editing
Mark MacDonald	>	5 Years in game magazine editing
Rey Ledda	>	6 Years in game magazine art directing
Dale Strang	>	9 Years in game magazine publishing
Lee Uniacke	>	7 Years in game magazine publishing
Charles Mast	>	17 Years in high tech magazine circulation
Jim Spanfeller	>	16 Years in news and high tech publishing

The Edge

A half step in front of the parade and an inch above the fray puts our editors in the right place to lead the influencers who push societies forward. The language has changed from Popular Aviation to Stereo Review to PC Magazine, but the formula hasn't. In order to be on the edge, editors need to speak the language of the people who are living, eating and breathing the life changing technology of the day.

In video gaming it's bigger than scatological humor. It's investing in the editorial product so our editors have the time, money and resources to know their readers, product and market better then any other magazine they compete with. The tone we strive for in all our game magazines is of a hip, experienced friend who tells you everything you need to know have a cool gaming experience and so you don't get burned. It's simple and it works.

Good Company

2001 Rate Bases

Electronic Gaming Monthly	>	450,000
Expert Gamer	>	220,000
Official U.S. PlayStation Magazine	>	425,000
Computer Gaming World	>	350,000
PC Magazine	>	1,225,000
Yahoo! Internet Life	>	1,000,000
Family PC	>	1,000,000
Smart Business	>	1,100,000
Expedia Travels	>	250,000
TOTAL PAID 2001 CIRCULATION	>	6,020,000

Distribution Clout

Ziff Davis Media has over Ziff Davis Media has the largest distribution channel of any special interest publisher with over 80,000 retail outlets. In fact, we account for 48% of game magazine news stand revenue, giving us the clout to put launch the Official Xbox Magazine into all the locations that it needs to make it a success.

Focus on Research

One of the most critical ways to understand and create the best magazine is to fully understand the customer. Ziff Davis Media stands alone in researching core gamers to find out what they want in game platforms, games and game magazines. It's Gaming in America household studies have become the single best instrument that venders use to understand their market. With the Ziff Davis Media Game Group the X-Box team will have an unbeatable partner in fully understanding their target market.

Local Leaders, World Wide Leadership

Central to Ziff Davis Media's international strategy is to license our U.S. magazines to the leading publishers in every market. That ensures the content and design speaks to the distinctive tastes of the region is servers. Partnering with the local leaders gives us the added advantage of knowing that we will have the heavy hitters in distribution and ad sales for every market we are in. The Official Xbox Magazine would be the benificiary of this strong and rapidly deployed strategy.

official xbox magazine

mission statement



By Joe Funk

By the hard-core, for the hard-core, **Official Xbox Magazine** features games at the heart and soul of its editorial coverage. By cutting through the hype, **Official Xbox Magazine** keeps it real and delivers no-nonsense reviews, in-depth previews, and relevant news in an informative, entertaining, irreverent, and evolutionary package.

1 **games are the stars** > the xbox is a video game console first and foremost, and hard-core gamers care most about the games. by featuring games on covers and committing the majority of edit pages each issue to previews and reviews, games will always take center stage on oxbm. playing completely though games will be required to guarantee unparalleled integrity in reviews.

2 **dig deeper** > as gaming becomes an increasingly immersive experience, oxbm will dig deep to convey ever more granular information to readers. first-rate reporting and journalism will be buttressed by intelligent analysis and enhanced by several ancillary forms of information including infographics, side-bars, call-outs, hot numbers, charts, ratings, and graphs.

3 **keep it real** > gamers will recognize in a second if we become preachy or arrogant. oxbm will be put out by a bunch of guys who love gaming and are fortunate enough to pass along their expertise to fellow gamers in a professional print magazine. our goal is to simply keep people who bought the system informed in a competent, cool, and useful format.

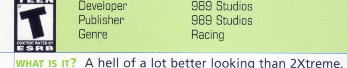
4 **keep readers hooked and humored** > in the end, having fun and enjoying this stuff is what this is all about and a dash of competent irreverence will always be an underlying current of oxbm. readers will turn to the magazine for basic information, but will rally around it if they are entertained while being intelligently informed.

5 **reach out to the xbox community** > an enthusiastic community will build rapidly around the xbox launch. through PlanetX.com we will help readers migrate online where they will find a living, breathing resource bustling with opportunity for interaction. meanwhile, oxbm will endeavor to show owners how to enrich their xbox experience with how-to articles, scoreboards, contests, forums, and other such community-building instruments as user habits evolve. X

Demo Disc 02

Five Playable Demos + 5 Non-Playable Demos

3Xtreme



Developer	989 Studios	Players	1-2
Publisher	989 Studios	Availability	April
Genre	Racing	Analog Controller	No



WHAT IS IT? A hell of a lot better looking than 2Xtreme, for one thing. The new all-polys-all-the-time engine brings this extreme gaming festival out of the Stone Age graphically. But then, having read the preview on page 44, you knew that already, didn't you?

WHY IS THE TITLE SPELLED ALL FUNNY? Because extreme gamers break the rules, including the rules of spelling.

OXBM VIDEO CRITIC SEZ: "While I'm not a big fan of the extreme games (not enough Surge, snowboarding off buildings or cliff diving, I guess), the movie is all gameplay. Scenes with biking, skating and 'blading give you an idea of the game's variety and what the courses are like. Thumbs up."

Centipede

Players	1-2	Developer	Leaping Lizard
Availability	April	Publisher	Hasbro Int.
Analog Controller	Yes	Genre	Action



WHAT IS IT? Yet another 3D update of a classic arcade game. This one comes with a free-roaming 3D shooter as well as a polygonal presentation of the original.

WHY YOU SHOULD CARE: Well, about a gazillion of you picked up Frogger when it was first released, so the market for updated nostalgia is a thriving one. Why, we're not quite sure.

OXBM VIDEO CRITIC SEZ: "I still have my doubts about the game itself (the Frogger remake may still be selling well, but the game is a disaster as far as I'm concerned), but the movie here is solid. Some FMV starts things off and a lot of in-game footage shows you what the game will be like, both the classic mode and the new stuff. Thumbs up."

Driver



Players	1	Developer	Reflections
Availability	July	Publisher	GT Interactive
Analog Controller	Yes	Genre	Action

WHAT IS IT? Full-throttle cops-and-robbers car-chase action. Check out the preview on page 42 for more info.

WHY IT'S NOT GRAND THEFT AUTO: This one comes with extremely limited violence (severe car damage is the worst of it) and a slightly (in our opinion, very slightly) less sinister theme: You're actually an undercover cop, only posing as an evil gangster in order to bring down a crime ring. Seems a little thin, guys, but it just might work.

OXBM VIDEO CRITIC SEZ: "Man, does this game look sweet. The movie loses points for showing only replays, but the real game engine actually looks identical. Great car-chase action. All that's missing is some wah-wah guitar funk. Thumbs up."



G Police 2

Players	1	Developer	Psygnosis
Availability	May	Publisher	Psygnosis
Analog Controller	Yes	Genre	Action



WHAT IS IT? The sequel to Psygnosis' excellent but oft-overlooked sci-fi action flight sim.

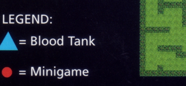
WHY YOU SHOULD CARE: The original G-Police was a nicely atmospheric game with a great flight engine and a well-developed story; this looks to be every bit as good. Expect lots of nicely rendered cinemas, as well.

OXBM VIDEO CRITIC SEZ: "The movie is a bit blurry and dark, but there's a lot of action going on and you get a good idea of what the game itself will be like. Big explosions (always a plus), lasers a-flying, and all sorts of futuristic sci-fi vehicles fighting it out in an immense futuristic city. How could you go wrong? Thumbs up."

Gauntlet Legends

Players	1-2	Developer	Blam!
Availability	Q2 '02	Publisher	Midway
Analog Controller	Yes	Genre	Action





WHAT IS IT? Yet another 3D update of a classic arcade game. Legends adds to the Gauntlet formula huge, complex levels, a character level-up system and lots of power-ups.

BETTER THAN GAUNTLET? Well, we've played the arcade version of Legends, and as far as we can tell, it depends on whether you were a fan of the original. Part of the attraction of the original Gauntlet was its simplicity; fans of the classic might just be put off by Legends' complexity.

OXBM VIDEO CRITIC SEZ: "As much fun as it is to see the demon play patty-cake with some wizard's body, what the hell does it have to do with the game? I've played the arcade version quite a bit and I still have no idea. Without game footage the FMV doesn't give you any idea of what Legends is about. Color me unimpressed. Thumbs down."

GET A CLUE Use this map to find all the secrets and minigames on this level. The one part that will probably give you the most trouble is the hedge maze—just get in, find the statue there, and get out. Remember to hit the statue heads to open new locations and the secret room, and use Dracugex's gliding power to get all three of the blood tanks.

Non-Playable Demos

- Star Wars Episode I: Jedi Power Battles
- Tenchu 2
- Destruction Derby
- WDW: Magical Racing Tour

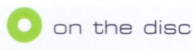
02

Contents



www.planetx.com

Participate in our monthly online readers poll and win prizes! This month's question: **Will the Xbox kill PC gaming?**





final fantasy X

the epic finds a home on the xbox

SIMELIORA DIES, ut vina, poemata reddit, scire velim, chartis pretium quotus arroget annus. scriptor abhinc annos centum qui decidit, inter perfectos veteresque referri debet an inter vilis atque novos? Excludat iurgia finis, "Est vetus atque probus, centum qui perficit annos." Quid, qui deperiit minor uno mense vel anno, inter quos referendus erit? Veteresne poetas, an quos et praesens et postera respuat aetas?

"Iste quidem veteres inter ponetur honeste, qui vel mense brevi vel toto est iunior anno." Utor permisso, caudaeque pilos ut equinae paulatim vello unum, demo etiam unum, dum cadat elusus ratione ruentis acervi, qui redit in fastos et virtutem aestimat annis miraturque nihil nisi quod Libitina sacravit.

ENNIUS ET SAPINES ET FORTIS

et alter Homerus, ut critici dicunt, leviter curare videtur, quo promissa cadant et somnia Pythagorea. Naevius in manibus non est et mentibus haeret paene recens? Adeo sanctum est vetus omne poema. ambigitur quotiens, uter utro sit prior, aufert Pacuvius docti famam

senis Accius alti, dicitur Afrani toga convenisse Menandro, Plautus ad exemplar Siculi properare Epicharmi, vincere Caecilius gravitate, Terentius arte. Hos ediscit et hos arto stipata theatro spectat Roma potens; habet hos numeratque poetas ad nostrum tempus Livi scriptoris ab aevo. Interdum volgus rectum videt, est ubi peccat.

Si veteres ita miratur laudatque poetas, ut nihil anteferat, nihil illis comparet, errat. Si quaedam nimis antique, si peraque dure dicere credit eos, ignave multa fatetur, et sapit et. ns; habet hos numeratque poetas ad nostrum tempus Livi scriptoris ab aevo. Interdum volgus rectum videt, est ubi peccat.

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Enjoy these breathtaking cinematic images from the FFX trailer. You can watch the full trailer on this month's demo disc or download from www.planetx.com.

fourth quarter 2001 game release calendar

october 2001	november 2001	december 2001
Gauntlet Legends	Last Blade	Metropolis Street Racer
Gekido	Legend of Zelda: Majora's Mask	Midnight Club
Grind Session	Macross Plus	Mr. Driller
Grand Theft Auto 2	Madden NFL 2002 ▼	MTV Sports: Skateboarding
Harvest Moon: Back to Nature	Magforce Racing	NASCAR 2002
Illbleed ▼	Mario Tennis X	NBA Live 2002
In Cold Blood	Max Steel	NBA Shootout 2002
Indy Racing 2002	Mega Man X	NCAA Final Four 2002
Kurt Warner's Arenna Football Unleashed	Mega Man Legends 2	NCAA GameBreaker 2002 ▼







Konami announces Metal Gear Solid 2-X for Christmas 2001

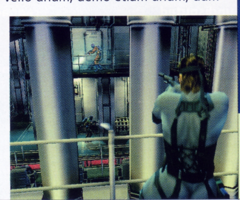
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senis Accius alti, dicitur Afrani toga convenisse Menandro, Plautus ad exemplar Siculi. X



< To say the game looks amazing is an understatement—everything your see here is rendered in real-time using the game's engine. Shadows and lightsourcing move naturally and the game runs smooth 60 frames per second.

Post your Most Wanted request on www.planetx.com

Top 10 Most Wanted Games for the Xbox

01 Star Wars: Star Fighter
02 Metal Gear Solid
03 Syphon Filter 2
04 WWF Smackdown!
05 Parasite Eve III
06 Vagarant Story
07 Spider-Man
08 Driver 2
09 X-Men: Mutant Menace
10 Star Trek: Invasion

43%

of oxbm readers do not believe Conker's Bad Fur Day actually exists.

19% think it's a joke

38% has believed it from the start

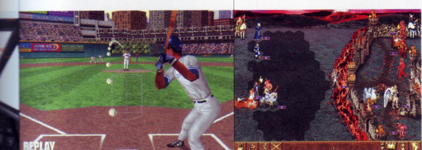
(source: www.planetx.com)

january 2002

NFL GameDay 2002
NHL 2002
NHL FaceOff 2002
Nightmare Creatures 2
Onimusha: Warlords
OutTrigger
Prince of Persia 3D
Primal Image
Reel Fishing II

february 2002

RPG Maker
Rush 2049
Sakura Taisen
Smuggler's Run
Sno-Cross Championship Racing
Sonic Shuffle
Spec Ops Stealth Patrol
Star Wars Episode 1: Battle for Naboo
Star Wars Racer



Dave Perry on Messiah, The Matrix and the Wachowski Brothers

(not necessarily in that order)



SEVERAL REPORTS have been made confirming that Shiny will be working on the video game based on the Matrix movie license. You've mentioned in the past that you are friends with the Wachowski brothers, and that you've spoken with them about possibilities for a game. Anything you can say on the subject?

DP: It's funny how these rumors spread. I have been absolutely amazed how some of the European press will take a rumor, make a judgement call (GUESS) and then run a front cover story STATING their made up story as fact. You will note upon examination that there is NO article anywhere that quotes me as saying that we have the rights to the movie. It's very disappointing as I personally like to think I can believe what I read.

Regarding knowing the Wachowskis... Yes I did say in a few speeches in the past that I am still KICKING myself for turning down Matrix (1) when the Wachowski's took the time to personally ask me to do it.

X: In the past you've spoken about Shiny's scaling technology. You're using the Messiah engine for Sacrifice, but then also for future projects, such as your Xbox game?

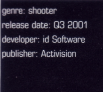
DP: Yes, 3 years ago we put our chip on the table stating that scaleable engines are the future. Messiah was Shiny's Version 1.0, instead of Sacrifice being version 1.1, the lead programmer decided to only use the character technology from Messiah as he wanted to completely re-think how to display outdoor scaleable worlds, so Sacrifice is Version 2.0 Our PS2 game is clearly going to be version 3.0.

X: Finally, when can we expect to see Shiny's first game released for the Xbox? We can't wait.

DP: It's the most complex game design I have ever been involved in by MILES. It hurts my head just to think about all the aspects we are trying to get into this epic title. Messiah slapped our wrists on timing, so we are being EXTREMELY careful to plan this puppy out down to the nut and bolt so we know what we are getting into. Our list of animation alone is now about 15 megabytes long, the project is easily going to take a few years. But you can expect to hear very little about the project (smiles). We're taking our return to console game design VERY VERY seriously. It's like coming home.

X-tra:

Dave Perry is preparing to come back to the console market in a big way. He's now finishing up Sacrifice—likely his last for the PC—and is hard at work on his first game for the Xbox title, genre and release date, all yet to be announced. Stay tuned. X



QUAKE 3: ARENA

Can the Once and Future King of DeathMatch Hold Its Throne of Blood?

QUAKE GAMES, the undisputed masters of the first-person shooter and the DeathMatch, have always stood hip-deep in the gory offal of their competitors. Repeatedly setting the standard for brutally enthralling action, the demented geniuses of id Software have spawned a rabid community of gamers who revel in the virtual fragging of both friends and strangers across LANs and the Internet. But in the wake of new stars like Valve's Half-Life and id's own surprising decision to focus gameplay strictly on the multiplayer side of the equation, Quake III: Arena (Q3A) is the first id release to beg the question, "Will it be worth it?"

The short answer? You bet your ass.

THE BIG PICTURE

"After the multiplayer experience in Quake III, nobody will need to play any other multiplayer game. We have created the most perfect DeathMatch game." From anyone other than Tim Willits, lead level designer for Q3A, it would be easy to dismiss such a strong statement as little more than careless braggadocio, but given id's track record, such a statement practically borders on prophecy.

Volumetric fog will give some maps a laustrophobic feel as gamers are concealed from each other until they're at point-blank range.

While forgoing the traditional, story-driven single-player game may seem an incredibly risky move, let's face facts: The plots of the Quake games weren't going to win any Pulitzer prizes. In fact, as challenging as the single-player component was, many gamers played the games solely against other people, eschewing the solo experience entirely. Recognizing that group carnage was what it does best, id has simply narrowed its focus to make the definitive DeathMatch game.

THE SINGLE-PLAYER EXPERIENCE

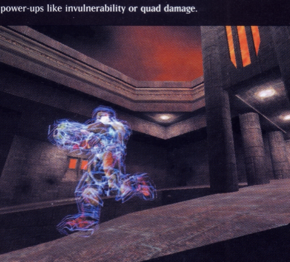
The primary goal of Q3A's single-player game is to lessen the intimidation factor of online DeathMatching for newcomers (while the game will ship with Capture the Flag and perhaps some other mods, they won't be available in single-player mode). To that end, the game has scalable skill levels to ensure that even the clumsiest keyboard player will be able to succeed. But what's truly revolutionary is the way the game handles the escalating challenges of its 40 or so levels.

While the bots that solo fraggers will face will increase in difficulty, they are not locked in at a preset difficulty level and will actually adjust dynamically to your skills. Beat a level and the bots on the next one will be tougher. Get stuck long enough on one map and the bots will very gradually dull their skills until they reach a point where you can beat them, while still being challenged.

WIELDING THE WEAPONS

In keeping with Q3A's focus on refining gameplay, there's nothing all that revolutionary happening on the weaponry front. The Doom chainsaw is back, perfect for those up-close-and-personal humiliation frags, while a machine gun will serve as your default weapon after a respawn. The firing rates and attendant kickback of the grenade and rocket launchers have been increased, while the reload on the railgun is now a little slower. A slightly changed Quake-style lightning gun makes an appear-

Translucent energy webs will distinguish players who've grabbed power-ups like invulnerability or quad damage.



Do-It-Yourself Nightmare Kit

There are three character classes in Quake III: Arena. Pictured on the right are three avatars that gamerscan pick to suit their play style.



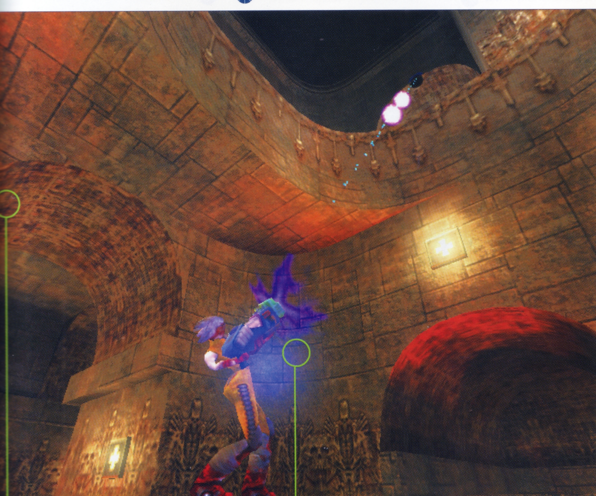
The light model: fast character, light armor.



The balanced model: more armor but with less speed.



The Tank: lot's of armor but a slower, bigger target..



Q3A maps run the gamut, from wide-open, rocket-friendly arenas to more closed-in quarters with lots of hallways and staggered levels.

With all the new graphical bells and whistles, Quake III: Arena will be the best-looking id game yet. Even better, gamers will be able to customize their weapon effects like the purple haze trail of this rail gun, to give their death-dealing a personal touch.

ance, the hyperblaster has been revamped as a plasma gun with explosive charges, and the BFG is back and nasty as ever.

One option we expect gamers to embrace is the ability to customize the color of their railgun and (possibly) rocket trails. While this won't give gamers the opportunity to express them-selves as fully as Half-Life's tags, the option of immediately letting your victims know who's reducing their skull to gooey pulp can only be a good thing.

THE PLAYING FIELD

With every new game engine, id has delivered even more impressive levels, and Q3A will be no exception. In fact, the level designers seem to have really cut loose in creating their maps. Sure, they're all dressed up with specular lighting, volumetric fog, and more polygons, but it's the actual design of the arenas that will wow gamers. X



How organic can true curved surfaces make a level appear? How about this doorway with its giant lolling tonque leading to the fanged maw within?

X QnA

TODD HOLLENSHEAD, id's CEO and his development studio have been well known in the past for developing some cool console games (Earthworm Jim and Wild 9 come easily to mind), but PC development earned a majority of their focus in the past. But now, especially due to the advent of the Xbox Hollenshead and his team are preparing to come back to the console market in a big way. He's currently finishing up a game called Sacrifice—likely his last for the PC—and is hard at work on his first game for the Xbox .We caught up with the Shiny boss to talk about the Xbox, the industry, and more.

X: Which games caught your eye at E3? And did you notice any good or bad trends in regard to software in general at the show?

TH: I LOVED Metal Gear Solid 2. It was a show-stopper. The music, the action, the 'potential' of PS2 was demonstrated. Many developers were complaining about PS2 at the show. I think the MGS2 video set the record straight.

X: Your next title, Sacrifice, is being developed for the PC platform. What was the general reaction to the game at E3? When is the game being planned for release?

TH: When we talked about the game ideas and technology design for Messiah so early, it just hurt us in the press. Sacrifice we kept quiet until it was ready to be played. I think a lot of people at E3 were amazed by what they were seeing vs how little they knew about it. My big concern was that Warcraft III would have a similar 3D engine, but thankfully, they went back to a more pseudo 3D approach.

The response was fantastic, I actually heard gasps when I showed how powerful and dramatic a war can become. The GREAT news is that the game is on track for Fall 2000 and will be entering beta test very soon. (Track it at http://www.sacrifice.net) X

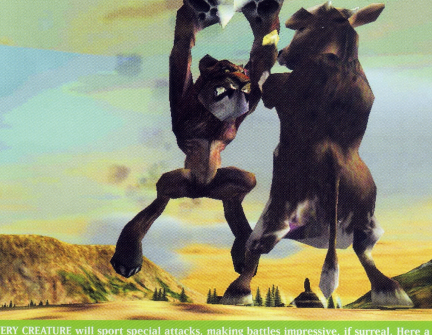
TODD HOLLENSHEAD:

"When Q3A ships, gamers will be able to connect to an internet game in no more than 3 clicks, with the ability to log on to a Quakeworld server through their browser."

BLACK & WHITE

Creating God in Your Own Image

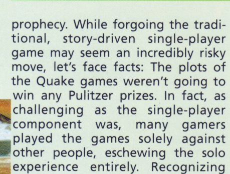
release date: Q2 2002
developer: Lionhead Studios
publisher: Electronic Arts



EVERY CREATURE will sport special attacks, making battles impressive, if surreal. Here a tiger winds up and pounces on a boxing cow, only to be toppled onto a helpless village.

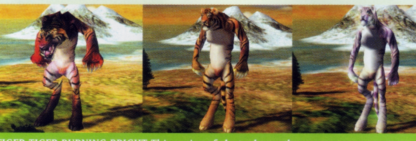
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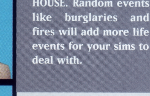


TIGER TIGER BURNING BRIGHT This series of shots shows the range every creature can display simply in terms of its good or evil nature. The first tiger is ferociously evil, the second is more balanced, while the last tiger is a shininng example of beatific purity.

THE SIMS

Social Darwinism Made Easy

release date: 01 2002
developer: Maxis
publisher: Electronic Arts



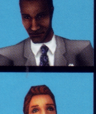
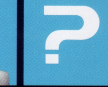
BURNING DOWN THE HOUSE. Random events like burglaries and fires will add more life events for your sims to deal with.

What is the appeal of the undisputed masters of the first-person shooter and the DeathMatch, have always stood hip-deep in the gory offal of their competitors. Repeatedly setting the standard for brutally enthralling action, the demented geniuses of id Software have spawned a rabid community of gamers who revel in the virtual fragging of both friends and strangers across LANs and the Internet. But in the wake of new stars like Valve's Half-Life and id's own surprising decision to focus gameplay strictly on the multiplayer side of the equation, Quake III: Arena (Q3A) is the first id release to beg the question, "Will it be worth it?"

The short answer? You bet your ass. "After the multiplayer experience in Quake III, nobody will need to play any other multiplayer game. We have created the most perfect DeathMatch game." From anyone other than Tim Willits, lead level designer for Q3A, it would be easy to dismiss such a strong statement as little more than careless braggadocio, but given id's track record, such a statement practically borders on prophecy.

While forgoing the traditional, story-driven single-player game may seem an incredibly risky move, let's face facts: The plots of the Quake games weren't ggame." From anyone other than Tim Willits, lead level designer forcareless braggadocio, but give Qoing to win any Pulitzer prizes. In fact, as challX






release date: Q4 2001
developer: Digital Anvil
publisher: Microsoft

FREELANCER

Chris Roberts Sets His Eyes On the Big One

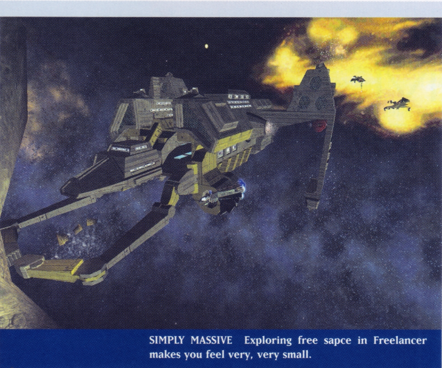
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CONCENTRATED ATTACK Freelancer shucks the jotstick in favor of a mouse-drive mode of play that emphasizes the fun aspects of space combat.



SIMPLY MASSIVE Exploring free sapce in Freelancer makes you feel very, very small.



A WHOLE NEW WORLD For Good & Evil's look, Gilbert is striving to create a 3D world that is appropriate both for the game's comic sensibility and its roleplpaying underpinnings.

release date: Q3 2001
developer: Cavedog
publisher: GT Interactive

Good & Evil

An Epic, Comic RPG Returns

Ron Gilbert the undisputed masters of the first-person shooter and the DeathMatch, have always stood hip-deep in the gory offal of their competitors. Repeatedly setting the standard for brutally enthralling action, the demented geniuses of id Software have spawned a rabid community of gamers who revel in the virtual fragging of both friends and strangers across LANs and the Internet. But in the wake of new stars like Valve's Half-Life and id's own surprising decision to focus gameplay strictly on the multiplayer side of the

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While forgoing the traditional, story-driven single-player game may seem an incredibly risky move, let's face facts: The plots of the Quake games weren't going to win any Pulitzer pr the equation, Quake III: Arena (Q3A) is the first id release to t the equation, Quake III: Arena (Q3A) is the first id release to tizes. In fact, as challenging as the single-player component was, many played the games solely against other people, eschewing the solo experience entirely. Recognizing that group carnage was what it does best, id has simply narrowed its focus to make the definitive DeathMatch game.

The primary goal of Q3A's single-player game is to lessen the intimidation factor of nibusX

story by Jesse Hiatt



SAM I AM The surface-to-air missile is spectacular looking (and handy too). The smoke trails actually dissipate in the winnd.

Main feature story starts here qui deperiit minor uno mense vel anno, inter quos referendus erit? Veteresne poetas, an quos et praesens et postera respuat aetas?"Iste quidem veteres inter ponetur honeste, qui vel mense brevi vel toto est iunior anno." Utor permisso, caudaeque pilos ut equinae paulatim vello unum, demo etiam unum, dum cadat elusus ratione ruentis acervi, qui redit in fastos et virtutem aestimat annis miraturque nihil nisi quod Libitina sacravit.

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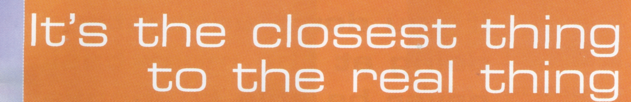
HALO

Colored lighting pours in through stained glass windows; computer displays reflect off polished floors. The building's curved surfaces and seamless textures eradicate any semblance of the Lego-style architecture we've grown accustomed to in 90-degree-heavy 3D games.

And then you step outside...

Genre: Action
Release Date: 04.2002

Publisher: Bungie
Developer: Bungie



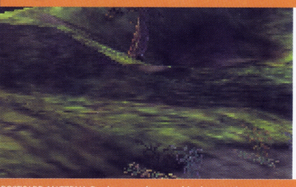
It's the closest thing to the real thing

This is a sub-article about Halo's incredible graphics. volgus rectum videt, est ubi peccat. Si veteres ita miratur laudatque poetas, ut nihil anteferat, nihil illis comparet, errat. Si quaedam nimis antique, si peraque. dure dicere credit eos, ignave multa fatetur, et sapit et mecum facit et lova iudicat aequo. Non equidem insector delendave carmina Livi esse Reomemini quae plagosum mihi parvo Orbilium dictare; sed emendata videri pulchraque et exactis minimum distantia miror. Inter quae verbum emicuit si forte decorum, et si versus paulo concinnior unus et alter, iniuste totum ducit venditque poema. Si meliora dies, ut vina, poemata reddit, scire velim, chartis pretium quotus arroget annus. scriptor abhinc annos centum qui decidit, inter perfectos veteresque referri debet an inter vilis atque novos? Excludat iurgia finis, "Est vetus atque probus, centum qui perficit annos."

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POSTCARD MATERIAL Don't get so distracted looking at the groovy scenery that you get yourself smoked.





If you don't understand what you're doing at the most basic level, you'll never be able to innovate. JASON JONES

> continued from page 8

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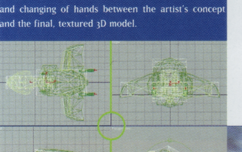
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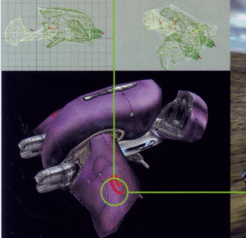
ENIS ACCIUS ALTI, DICITUR

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FROM NAPKIN TO HAPPENIN' There are a lot of steps and changing of hands between the artist's concept and the final, textured 3D model.







Bungie's Gameography

Minotaur: The Labyrinths of Crete

Pathways into Darkness

Marathon

Marathon 2: Durandal

Marathon: Infiniti

Myth: The Fallen Lords

Myth



TOP: IN YER FACE OR FAR AWAY Character models scale from 200 to 2000 polygons depending on how far away they are from the viewer. Note menacing mini-gun

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ABOVE: RAT PATROL Hop into a jeep with friends and go nuts, redneck style.,



ATTACK! There will probably be a lot of reasons to use combined arms.

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"There is a common saying among programmers, 'Don't try and reinvent the wheel.' Well, we try and reinvent the wheel because hey, the guy who invented the wheel was really psyched. We typically throw away all our code when we start a new project. I am much more likely to start from scratch. If you don't understand what you're doing at the most basic level, you'll never be able to innovate. "Ever since Quake came out, similar first-person shooters were all over the place. You could hardly tell them apart. You won't be able to mistake Halo for anything else. The reason that we do this is because just like users get bored of recycled ideas, we get bored the same way. We didn't want to do another first-person shooter or another real-time strategy game. We're also not really big on analyzing the market or saying game x is really cool. We do what we think is cool because we love it."

JASON JONES



Different experts, different opinions. Pick your champion or send own review to xboxreviews@planetx.com

How We Rate the Games



Fantastic! An awesome title that anyone who owns an Xbox should check out.



Definitely a top-notch game. Very good and well worth your time.



A good title. A fun game with some flaws that can be overlooked.



Below average. There are major problems with this game.



Yuck! A terrible game with almost no redeeming values.

How the ESRB Rates Games



Suitable for persons ages three and older.



Fantastic! An awesome title that anyone who owns an Xbox should check out.



Suitable for persons ages six and older. May contain minimal violence, some comic mischief or some crude language.



Suitable for persons ages 13 and older. May contain violent content, mild or strong language, and/or suggestive themes.



Suitable for persons ages 17 and older. May include more intense violence, language, mature sexual themes and strong speech.



For adults only. May include graphic depictions of sex and/or violence. Not to be viewed by persons under the age of 18.



Unrated as of this review.

developer: id Software
publisher: Activision
players: 1-3
price: $50

METAL GEAR SOLID 2X



JOE:

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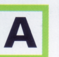
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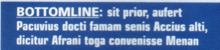


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www.interplay.com

STARFLEET COMMANDER

developer: 14 Degrees East
publisher: Interplay
players: 2
price: $50



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www.sierra.com

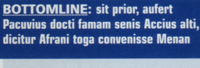
TRIBES 2

developer: Dynamix
publisher: Sierra/Havas
players: 1-3
price: $60

TEEN T CONTENT RATED BY ESRB

JASON:
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BOTTOMLINE: sit prior, aufert Pacuvius docti famam senis Accius alti, dicitur Afrani toga convenisse Menan



JOHN:
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Ennius et sapines et fortis et alter Homerus, ut critici dicunt, leviter curare videtur, quo promissa cadant et somnia Pythagorea. Naevius in manibus non est et mentibus haeret paene recens? Adeo sanctum est vetus omne poema. ambigitur quotiens, uter.

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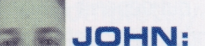


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publisher: EA
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price: $50

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JOHN:
Si meliora dies, ut vina, poemata reddit, scire velim, chartis pretium quotus arroget annus. scriptor abhinc annos centum qui decidit, inter perfectos veteresque referri debet an inter vilis atque novos? Excludat iurgia finis, "Est vetus atque probus, centum qui perficit annos." Quid, qui deperiit minor uno mense vel anno, inter quos referendus erit? Veteresne poetas, an quos et praesens et postera respuat aetas?

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CHRIS:
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ABOVE: **SAITEK X36 USB**
How much is it? $49.99
How does it work? Quid, qui deperiit minor uno mense vel anno, inter quos referendus erit? Veteresne
How does it help you? Quid, qui deperiit minor uno mense vel anno, inter quos referendus erit? Veteresne poetas
Which games should you use it with? "Iste quidem veteres inter ponetur honeste, qui vel mense

RIGHT: **LOGITECH WINGMAN EXTREME**
How much is it? $49.99
How does it work? Quid, qui deperiit minor uno mense vel anno, inter quos referendus erit? Veteresne
How does it help you? Quid, qui deperiit minor uno mense vel anno, inter quos referendus erit? Veteresne poetas
Which games should you use it with? "Iste quidem veteres inter ponetur honeste, qui vel mense



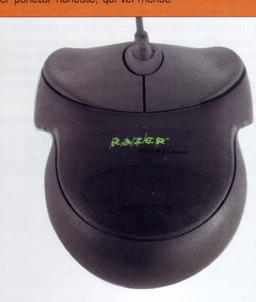
ABOVE: **GUILLEMONT FFB WHEEL**
How much is it? $49.99
How does it work? Quid, qui deperiit minor uno mense vel anno, inter quos referendus erit? Veteresne
How does it help you? Quid, qui deperiit minor uno mense vel anno, inter quos referendus erit? Veteresne poetas
Which games should you use it with? "Iste quidem veteres inter ponetur honeste, qui vel mense

BELOW: **RAZOR BOOM NOUSE**
How much is it? $49.99
How does it work? Quid, qui deperiit minor uno mense vel anno, inter quos referendus erit? Veteresne
How does it help you? Quid, qui deperiit minor uno mense vel anno, inter quos referendus erit? Veteresne poetas
Which games should you use it with? "Iste quidem veteres inter ponetur honeste, qui vel mense



LEFT: **AVB FORCE FEEDBACK JOYSTICK**
How much is it? $49.99
How does it work? Quid, qui deperiit minor uno mense vel anno, inter quos referendus erit? Veteresne
How does it help you? Quid, qui deperiit minor uno mense vel anno, inter quos referendus erit? Veteresne poetas
Which games should you use it with? "Iste quidem veteres inter ponetur honeste, qui vel mense

BELOW RIGHT: **ACT LABS RS SHIFTER**
How much is it? $49.99
How does it work? Quid, qui deperiit minor uno mense vel anno, inter quos referendus erit? Veteresne
How does it help you? Quid, qui deperiit minor uno mense vel anno, inter quos referendus erit? Veteresne poetas
Which games should you use it with? "Iste quidem veteres inter ponetur honeste, qui vel mense



Reviewed by Mark Macdonald

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